Last modified: 19 January 2026

Codebook: Nationalist Video Comparison Project

Michael Loadenthal and Stephen Bryant, “Codebook: Nationalist Video Comparison Project,” Unpublished, 2026.

Codebook format:

1. **Name of variable: tier two variable label** - The question the variable asks. [Variable type]
    a. Value 1
    b. Value 2
    c. …

Table of Contents

Inclusion/Exclusion 1
Content variables 2
Form variables 5
Function variables 8
Appendix 1: In-Use Examples 9
Appendix 2: Visual Coding Dictionary for Digital Video Editing Effects 10
Appendix 3: Method for Translating videos 25

Inclusion/Exclusion

INCLUSION

- Published January 1, 2022, to December 31, 2025
- Video published on Telegram on 1 of 4 channels

EXCLUSION

- Format other than video (e.g., audio tape atop still images)
- Produced outside of date range

Last modified: 19 January 2026

Content variables

1. **Unique ID -** What non-repeating identifier is attached to the video? [String]
    a. DATE_GROUPabreviation → 01012025_YPG
2. **Filename -** What filename does the file have? [String]
    a. Copy/paste file name
3. **Date published -** What date was the video posted online? [Numerical]
    a. MO/DA/YEAR
4. **Group -** Which group produced and posted the video online? [Categoricial]
    a. Hamas
    b. Hezbollah
    c. ELN
    d. YPG
    e. Patriot Front
    f. Nationalist-13
5. **Video type -** What is the central, dominant activity represented in the video? [Multi-select categorical]
    a. March or protest[1]
    b. Rally or public speech[2]
    c. *Online* speech, lecture, debate, talk, interview, podcasting (i.e., private speech)
    d. Educating supporters
    e. Agitprop[3]
    f. Military-style attack or social movement-style direct action
    g. Military training[4]
    h. Non-military training, *EXCLUDING* sparring[5]
    i. Sparring, boxing, and grappling
    j. News report (i.e., sharing a commercial news source)
    k. Social media report (i.e., cellphone video used to record an event)
    l. interview
    m. Presentation (i.e., text and/or images shown using slides)
    n. Announcement for future event
    o. Social service provision[6]
    p. Motivational-promotional: positive[7]

[1] This would be mobile by definition.
[2] This would be stagnant by definitions and *not* change location and include a crowd (i.e., not 1-on-1).
[3] This would include stickering, flyering, wheatpasting, bannerPosition drops and leafleting.
[4] This would include training or preparing military weaponry or learning or practicing military tactics.
[5] This would include hunting, hiking, camping, and survivalism.
[6] This would include education, media, aid, disaster relief and other community-facing services.
[7] This would include videos which do not chiefly fit into any of the aforementioned categories but instead focus primarily on showing a positive representation of the group or its in-group (e.g., showing the group working in the community or its members prospering).

   q. Motivational-promotional: negative[8]
   r. Cultural sharing
   s. Multiple types
   t. Honoring Members (i.e., imprisoned, martyred, etc.)
   u. Religious message
6. **Collaboration** - Does the video showcase collaboration, promotion of collaborative content, or any manner of inter-group cooperation? [Binary]
   a. Yes
   b. No
7. **Presence of action type: political**[9] - Does the video contain actions which could be classified as political? [Binary]
   a. Yes
   b. No
8. **Presence of action type: outreach**[10] - Does the video contain actions which could be classified as outreach? [Binary]
   a. Yes
   b. No
9. **Presence of action type: social service:**[11] - Does the video contain actions which could be classified as social services? [Binary]
   a. Yes
   b. No
10. **Presence of action type: recreational:**[12] - Does the video contain actions which could be classified as recreational? [Binary]
   a. Yes
   b. No
11. **Presence of action type: violent:**[13] - Does the video contain actions which could be classified as violent? [Binary]
   a. Yes
   b. No
12. **Number -** How many individuals, associated with the publishing group (or an allied group they are seeking to promote), are featured in the video?[14] [Numerical]

---

[8] This would include videos which do not chiefly fit into any of the aforementioned categories but instead focus primarily on showing a negative representation of the group or its out-group (e.g., showing supporters abused by military or police)PositionPosition.
[9] This would include a speech, march, rally, interview, cross-group dialogue, as well as taking down oppositional materials (e.g., removing stickers).
[10] This would include flyering, stickering, banner drops, graffiti, and leafleting.
[11] This would include providing services in the areas of education, healthcare, aid, and disaster relief.
[12] This would include providing services in the areas of sports, music, shared meals, and other recreational activities.
[13] This would include assault, threats, property destruction, or other offline activities designed to intimidate or harm.
[14] The focus is on the actors, not the audience. If 3 masked activists distribute food/candy to 10 neighborhood children, the “number” variable should be 3 (not 10 or 13).

   a. #
   b. If the number of people exceeds several dozen and is thus unable to be accurately counted, enter "100" as the value

13. **Target** - If the video features an attack or action, what is the physical target of that action? [Multi-select categorical]
   a. Military vehicle[15]
   b. Military infrastructure[16]
   c. Civilian vehicles
   d. Soldiers
   e. Police
   f. Building
   g. General public (i.e., protests, marches, rallies)
   h. Unclear target
   i. N/A, no target (i.e., not an attack or a direct action)
14. **Weaponry shown** - If the video features weaponry *used by the nationalist group*, what type of weaponry is shown? [Multi-select categorical]
   a. Firearms[17]
   b. Bladed weapons[18]
   c. Impact weapons[19]
   d. Explosive devices[20]
   e. Incendiary devices[21]
   f. Armored vehicle[22]
   g. Drone[23]
   h. Anti-aircraft[24]
   i. Guided missile[25]
   j. Rocket-propelled grenade
   k. Mortar

[15] This would include tanks, APCs, Hummers, and armoured bulldozers.
[16] This would include satellites, missile launching systems, observation posts, and other infrastructure, weapon systems, and equipment.
[17] This would include handguns, bolt-action rifles, shotguns, and automatic/semi-automatic rifles.
[18] This would include knives, machetes, spears, axes, etc.
[19] This would include blunt objects used to strike (e.g., axe handle, baseball bat, flagpole), slingshots, tools, etc.
[20] This would include person-borne IEDs, vehicle-borne IEDs, anti-personnel explosives (e.g., landmine), and grenades.
[21] This would include any improvised incendiary device (e.g., timed device, propane IED), Molotov cocktail, thermite, incendiary kites/balloons, flares, or repurposed fireworks.
[22] This would include formal military equipment (e.g., tank, APC, MRAP), 'technicals' (i.e., civilian vehicles mounted with heavy guns/anti-aircraft weapons) and other armored vehicles (e.g., bulldozers, tractors reinforced with steel plating).
[23] This wou;d include both weaponized consumer drones (e.g., quadcopters), loitering munitions (i.e., suicide drones), and remote-conteolled, drone-based weapons stariosn powered via cameras/servos.
[24] This would include any shoulder-fired, surface-to-air missile (e.g., Strela, Stinger) or anything described as a Man-Portable Air-Defense System (i.e., MANPAD).
[25] This would include munitions used to target armored and fortified targets (e.g., Kornet, TOW).

l. Rocket[26]
m. None, no weapon shown
n. Technical/Gun Truck
o. Unknown
p. Shield

15. **Masking -** Are the individuals in the video masked? [Categorical]
    a. Yes. All individuals are masked.
    b. Most. The vast majority of individuals are masked.
    c. Some. A relatively equal split of individuals who are masked and who are not.
    d. No. None of the individuals is masked.
    e. N/A, no people in the video

Form variables

16. **Length of video** - What is the length of the video in minutes and seconds? [Numerical]
    a. 00:00
17. **Host publisher -** Is the video published by the group hosting the channel? [Binary]
    a. Yes[27]
    b. No[28]
18. **Opening template -** Does the video begin with a standardized, recurring template? [Binary]
    a. Yes
    b. No
19. **Closing template -** Does the video end with a standardized, recurring template? [Binary]
    a. Yes
    b. No
20. **Logo -** Does the video utilize the group/factional/party logo superimposed? [Binary]
    a. Yes
    b. No
21. **Effects -** What post-production 'special effects' are used in the video?[29] [Multi-select categorical]
        i. No special effects
    b. Tactical Effects:
        i. Target Marker
        ii. Night-vision
        iii. Munition-enabled/mounted video[30]

[26] This would include both 'homemade' and commercially-produced rockets.
[27] For example, a Hamas video shared on Hamas's channel.
[28] For example, a Hamas video shared on Hezbollah's channel.
[29] An extended coding dictionary for this variable is included as Appendix 2.
[30] This would include video filmed by a weapon system (e.g., suicide drone footage, video recorded by missile guidance).

iv. Motion Tracking
v. Rewind, instant replay, slow motion
vi. Split Screen

c. **Branding-Informational Effects:**
i. Graphic Overlay[31]
ii. Text Captions[32]
iii. Animated Lower Thirds
iv. PowerPoint graphic/infographic
v. 3D Text or Logo Extrusion

d. **Camera Simulation Effects:**
i. Camera Shake Simulation
ii. Digital Zoom
iii. Pixelation, Mosaic

e. **Temporal-Motion Effects**
i. Subtle Digital Push (Ken Burns Effect)
ii. Freeze Frame
iii. Speed Blur, Motion Blur

f. **Aesthetic-Environmental Overlay Effects:**
i. Color Grading
ii. Color shift[33]
iii. Digital Grit
iv. Light Leaks
v. Vignette
vi. Animation
vii. Audio-Driven Visuals
viii. Fade in/Fade out
ix. Monochrome

g. **Composition-Frame Manipulation Effects:**
i. Chroma Key, Green Screen
ii. Masking
iii. Picture-in-picture[34]
iv. Aspect Ratio Manipulation
v. Use of B-roll footage

22. **Professionalism -** Does the video utilize 'amateur' or 'high production' features? [Categorical]

---

[31] This would include, for example, newspaper headline cutouts displayed atop video. See example in Appendix 1Temporal.
[32] This can include on-screen captions, translations, speaker chyron or other textual elements designed to aid the viewer.
[33] This would include filters which change video to black and white, sepia tone, or drastic shifts in saturation or tone.
[34] This would include, for example, modern video shown within a frame formed by an old TV set or other video-within-a-frame effect completed at the editing/production phase. See example in Appendix 1.

   a. Ameteur[35]
   b. High-quality[36]
   c. A blend of amateur and high-quality

23. **Sound -** What type of sound is used in the video? [Categorical]
   a. Recorded sound
   b. Music
   c. Narration/voice over
   d. Music + recorded sound
   e. Music + narration/voice over
   f. Recorded sound + narration/voice over
   g. Music + recorded sound + narration/voice over
   h. Silent
24. **Obfuscation -** Is digital obfuscation used in the video? [Categorical]
   a. People (all)
   b. People (select)
   c. Landscape
   d. People and landscape
   e. None
25. **Drone -** Does any of the video footage appear to have come from a drone?[37] [Binary]
   a. Yes
   b. No
26. **Flag -** Is a flag displayed at any point in the video?[38] [Binary]
   a. Yes
   b. No

[35] Attributes of amateur videos include low resolution which is pixelated or blurry, low frame rate which is choppy, poor lighting which is over or underexposed or features harsh shadows, low contrast washed out colors, shaky or unsteady camera work, autofocus hunting or out of focus shots, compressed or distorted audio with background noise or echoes, jumpy or abrupt edits or cuts, and/or artifacts of compression such as pixelation or banding.

[36] Attributes of high-quality video include high resolution which is sharp and crisp, high frame rate with a smooth, fluid, cinematic feel, professional, staged lighting (i.e., balanced exposure and soft shadows), high contrast vibrant colors, stable camera work (i.e., utilizing gimbals, tripods and steady movements), consistent and accurate focus, high-fidelity audio with clear voices and proper mixing, seamless editing and transitions, and/or no visible compression artifacts .

[37] This would include establishing shots, vast landscapes, or any video which appears to be filmed from a low altitude.

[38] This would include national flags and other symbols of nationhood (e.g., national flags, Confederate flags, swastika flags, Christian flag), but would *exclude* extremist group flags (e.g., Patriot Front/ELN/YPG/etc. logo flag), campaign flags (e.g., Trump, MAGA, or 'Let's Go Brandon'). In the event these are combined–e.g., an extremist flag designated atop an American flag–this would be coded as 'yes'. The presence of the nationhood flag meets the threshold for 'yes' even if counter-signifiers also exist. This would also include representations of the aforementioned nationhood symbols on other items, such as a flag-themed patch.

Last modified: 19 January 2026

Function variables

27. **Portrayal: self-positive -** Does the video contain a positive portrayal of the in-group? [Binary]
    a. Yes[39]
    b. No
28. **Portrayal: other-negative -**Does the video contain a negative portrayal of the out-group? [Binary]
    a. Yes
    b. No
29. **Portrayal: self-oppression -**Does the video portray oppression/hardship/challenge of the in-group? [Binary]
    a. Yes
    b. No
30. **Portrayal: other-power -**Does the video portray power/opportunity/success of the out-group? [Binary]
    a. Yes
    b. No
31. **Social media -** Does the video contain contact information (including social media addresses) to aid communication or recruitment? [Binary]
    a. Yes
    b. No
32. **Recruitment or mobilization -** Does the video contain other elements–speech, visual, auditory–aimed at recruitment or mobilization?[40] [Binary]
    a. Yes
    b. No
33. **Nationhood -** Does the video contain representations of 'nationhood', inclusive of positive portrayals of community as homogeneous and harmonious (i.e., communities made up by the in-group)? [categorical]
    a. Yes
    b. Likely yes
    c. No
    d. Likely no
    e. Unclear
34. **Name of Coder -** Which coder completed the case? [Multi-Select Categorical]
    a. Michael
    b. Stephen

[39] This would include a group showcasing its own actions in a positive light. If there are no indications of a *negative* framing, we can assume a *positive* intention and code this as 'yes.'
[40] This would include positive portrayals of members training, working out, preparing, etc. designed to aid recruitment (i.e., recruitment). This would also include calls to action, motivational language, or anything which advocates action beyond simply joining a group/movement (i.e., recruitment). Mobilization can also be seen through the actions the video producer suggests occurs after the video (e.g., riding off into the sunset together).

Last modified: 19 January 2026

35. **Questionable inclusion -** Are there unclear aspects to the video that warrant discussion between the coding team? [Binary]
    a. Yes
    b. No

Appendix 1: In-Use Examples

Example of ELN video utilizing a **"graphic overlay"** effect wherein newspaper headlines are placed atop the screen

Example of PFLP video utilizing a **"picture-in-picture"** effect wherein video is shown within a frame created by another digital artifact (i.e., image of an old TV)

Last modified: 19 January 2026

Appendix 2: Visual Coding Dictionary for Digital Video Editing Effects

This visual coding dictionary was developed with structured assistance from the GPT-5.2 and Gemini 3 Flash large language models. The generative AI systems were employed to 1. enumerate approximately half of the commonly used digital video post-production effects, 2. populate predefined, recurring fields (e.g., definition, condor instruction, negative examples), and 3. generate illustrative, non-representational visual examples for effects to support inter-coder reliability. The majority of visual examples were generated using scripted image construction techniques rather than sourced from empirical media artifacts, ensuring that no copyrighted media were reproduced. The AI-assisted workflow integrated Python-based document assembly (python-docx) and library (google-genai), and image generation (Pillow library) to produce embedded reference visuals. All methodological decisions, inclusion criteria, analytic interpretations, and applications of the coding instrument were made by the research team.

The 28 effects included in the dictionary are:

1. Target Marker
2. Night-Vision
3. Digital Grit
4. Color Grading
5. Color Shift
6. PowerPoint Graphic/Infographic
7. Animation
8. Graphic Overlay
9. Munition-Enabled/Mounted Video
10. Rewind, Instant Replay, Slow Motion
11. Split Screen
12. Text Captions
13. Chroma Key, Green Screen
14. Motion Tracking
15. Digital Zoom
16. Picture-in-Picture
17. Camera Shake Simulation
18. Masking
19. Light Leaks
20. Animated Lower Thirds
21. Speed Blur, Motion Blur
22. Audio-Driven Visuals
23. Freeze Frame
24. Vignette
25. Aspect Ratio Manipulation
26. Pixelation, Mosaic
27. 3D Text or Logo Extrusion
28. Subtle Digital Push (Ken Burns Effect)

Last modified: 19 January 2026

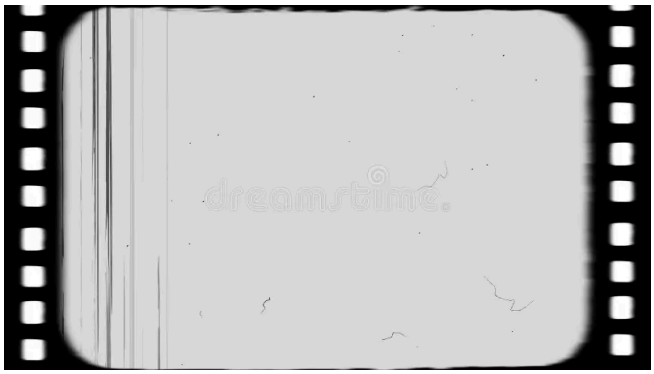
1. Target Marker

- **Definition:** A digital graphic—such as a crosshair, circle, or bracket—placed over a person or object to identify them as a "target" or point of interest.
- **Coder Instructions:** Look for geometric shapes (often red, green, or white) that track or highlight a specific individual or vehicle.
- **Negative Example: Physical Sights.** If you see the actual crosshairs of a mechanical scope integrated into a weapon's lens, that is "In-Camera Optics," not a post-production digital target marker.

2. Night-Vision (Simulated or Real)

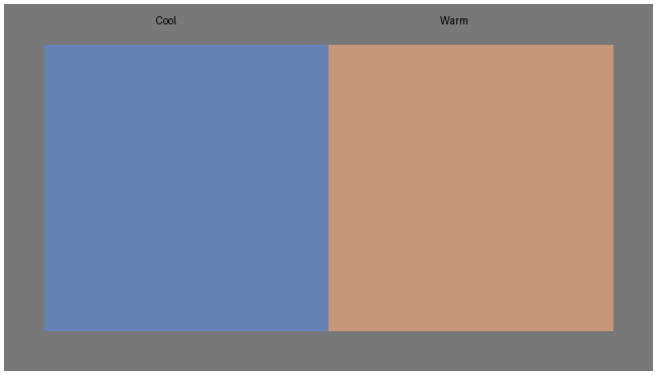
- **Definition:** Footage that appears in shades of monochrome green or high-contrast black-and-white (IR), often with a slight glow or "halo" around light sources.
- **Coder Instructions:** Look for the characteristic "green" glow or "black-hot/white-hot" thermal look. You can tell it's an effect if the "noise" looks too uniform or if it is toggled on and off for dramatic effect.
- **Negative Example: Low-Light Grain.** Standard footage shot at night that is simply dark, grainy, and brownish is not night-vision; it must have the specific green or IR monochrome palette.

3. Digital Grit



- **Definition:** Artificial "digital errors" (datamoshing, color tearing, static) or analog "film marks" (scratches, dust) added to suggest the footage is raw, intercepted, or gritty. This is inclusive of glitches, fake distortion, static, film grain overlays, noise compression artifacts.
- **Coder Instructions:** Look for "rainbow" digital streaks, flickering lines, “grit”, or "dust" that feels rhythmically timed to transitions and/or appears *over* high-quality graphics or text.
- **Negative Example: Signal Interference.** Real radio interference in a live broadcast usually involves the audio cutting out or the screen turning into a single block of solid color, rather than "stylized" flickering. If the video is simply old or recorded on a bad phone, the grain will be "baked in" and won't appear on top of the clean digital graphics.

4. Color Grading[41]



- **Definition:** Altering the color and contrast of a video to create a specific mood or "look."
- **Coder Instructions:** Look for an artificial or stylized color palette (e.g., heavy blues or sepia). You can tell you are seeing color grading when the entire video has a consistent, filtered aesthetic.
- **Negative Example: White balance issues.** If a video looks "too blue" indoors or "too orange" under streetlights, but it looks like an accident of the camera's settings rather than a deliberate artistic choice, it is likely poor white balance, not grading.

[41] Distinguish **grading** from **shifting**: **Grading** is constant (the whole video is blue). **Shift** is a sudden event (the screen flashes red or one object changes color).

5. **Color Shift**[42]

- **Definition:** A localized or sudden change in color, such as turning a specific person "red" to mark them as an enemy or flashing the screen white for impact.
- **Coder Instructions:** Look for a specific object or the entire frame changing hue abruptly (e.g., the scene turns black and white except for one flag).
- **Negative Example: Automatic Exposure.** If the camera moves from a dark room to a bright window and the colors briefly look washed out or "pale," that is a camera sensor adjustment, not a color shift effect.

6. PowerPoint Graphic/Infographic

- **Definition:** Complex digital charts, maps, or bulleted lists that pause the action to "educate" the viewer or provide data.
- **Coder Instructions:** Look for static or semi-animated slides that look like a presentation. Often used to explain "strategy" or "statistics."
- **Negative Example: Lower Thirds.** A simple name-tag is a lower third; a full-screen chart or a map with arrows is an infographic.

[42] Ibid

7. Animation

- **Definition:** The use of 2D or 3D illustrated characters or environments instead of live-action footage.
- **Coder Instructions:** Look for hand-drawn or digitally modeled sequences. This is often used in propaganda to depict "martyrdom" or future "victories" that haven't happened yet.
- **Negative Example: Animated Logos.** If only the logo in the corner moves, code it as "Branding/Logo." Only code "Animation" if the primary content of the frame is illustrated.

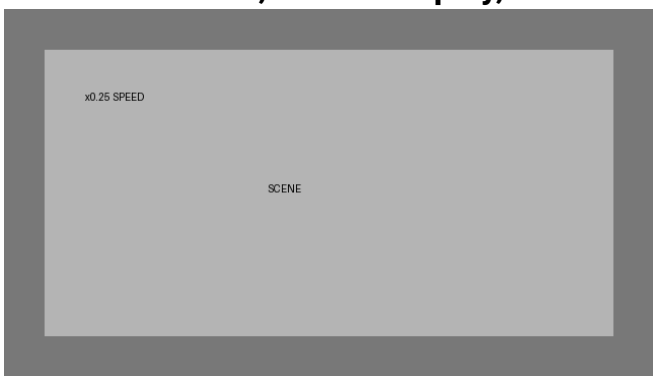
8. Graphic Overlay

- **Definition:** Static or animated icons (crosshairs, religious symbols) superimposed over footage and/or non-textual visual elements (borders, frames, stylized "masks") that sit on top of the video to give it a specific theme.
- **Coder Instructions:** Look for symbols that are not part of the physical environment but provide "meaning" to the shot. Look for "HUD" (Heads-Up Display) graphics that make the video look like a video game or a high-tech monitor.
- **Negative Example: Physical Props.** A flag waving in the background or a logo on a soldier's actual uniform is not a graphic overlay; it is part of the physical scene. A soldier filming through a fence or a window is not an overlay; the "frame" is a physical object in the world.

9. Munition-Enabled/Mounted Video

- **Definition:** Footage recorded from a camera physically attached to a weapon, a drone (suicide drone), or a vehicle.
- **Coder Instructions:** Look for a perspective that is perfectly centered on a gun barrel or a view that "impacts" the target and cuts to static.
- **Negative Example: Handheld POV.** If the camera is shaking and moving independently of the weapon (the soldier is looking around), it is standard POV, not munition-mounted.

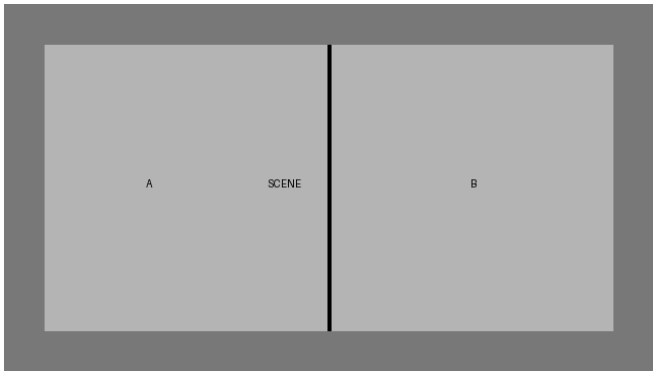
10. Rewind, Instant Replay, Slow Motion



- **Definition:** Replaying a specific moment of the video, often at a slower speed, to ensure the viewer doesn't miss a "hit" or a "success." This could include ‘speed ramping’ which is progressively changing the speed of a video clip within a single shot (e.g., normal to slow to normal).
- **Coder Instructions:** Look for the video "jumping back" in time to show the same event twice. Usually accompanied by a "Replay" graphic or a change in speed. For ‘speed ramping,’ look for a fluid shift in tempo within a continuous movement. You can tell you are seeing speed ramping when the frame rate changes dynamically without a cut.
- **Negative Example: Continuity Errors.** If a person appears to jump back a few inches because of a bad edit, but the intent isn't to "show the action again," it is just a bad cut.

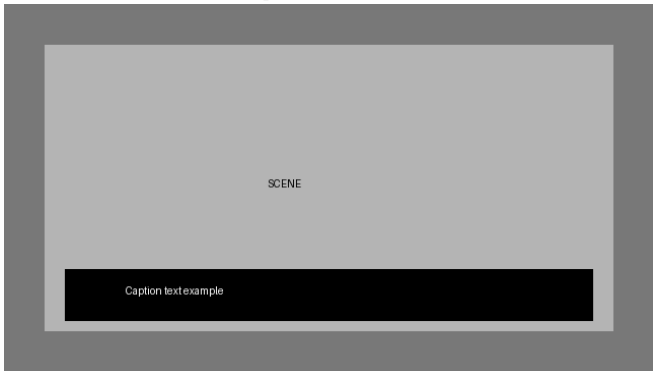
Also, a standard jump cut from a fast shot to a slow shot. In speed ramping, there is no "blink" or cut; the transition in speed happens smoothly within the same clip.

11. Split Screen



- **Definition:** Dividing the frame into two or more sections to show different clips simultaneously, often to show a "cause and effect" or multiple angles of one event.
- **Coder Instructions:** Look for a hard vertical, horizontal, or diagonal line separating two distinct video feeds.
- **Negative Example: Reflections.** A subject standing next to a mirror or glass might look like a split screen, but the "line" will be part of the physical environment, not a digital cut.

12. Text Captions



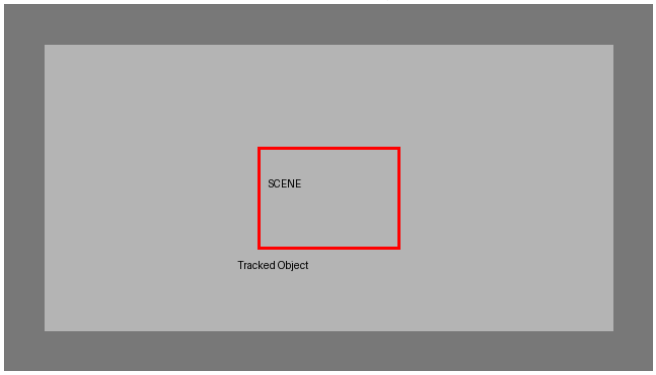
- **Definition:** On-screen text that translates dialogue, provides a running commentary, or identifies locations and dates, usually without a graphic background.
- **Coder Instructions:** Look for plain text appearing in the center or bottom of the frame that provides context for the current scene. You can tell you're seeing this when the text is intended to be read as information rather than branding.
- **Negative Example: Watermarks.** A small, permanent logo or URL in the corner is branding, not caption text. Caption text typically changes as the video progresses.

Last modified: 19 January 2026

13. Chroma Key, Green Screen

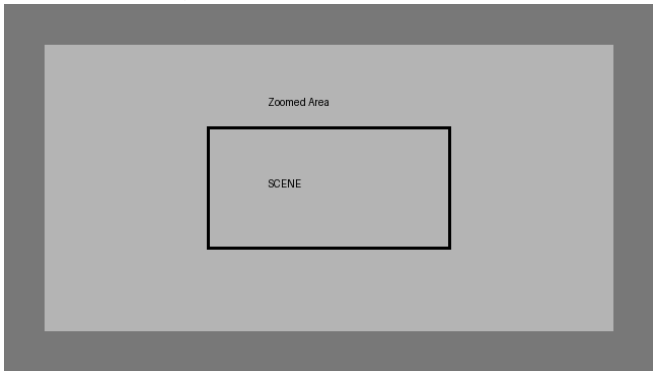
- **Definition:** Compositing a subject into a different background based on color hues.
- **Coder Instructions:** Look for "fringing" (a thin green/white line) around the edges of a person. You can tell you are seeing chroma key when the subject's lighting doesn't match the background environment.
- **Negative Example: Depth of field.** A subject standing in front of a very blurry, out-of-focus real background can look "separated" from the environment, but it isn't chroma key if the light and shadows on them match the scene perfectly.

14. Motion Tracking



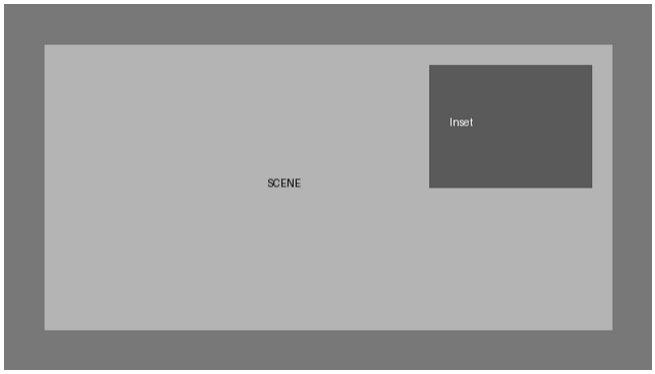
- **Definition:** Pinning a digital element (text/graphics) to a moving object within the frame.
- **Coder Instructions:** Look for labels or target reticles that move in perfect synchronization with a vehicle or person.
- **Negative Example: Static Overlays.** A logo sitting in the corner of the screen (a "bug") is not motion tracking because it does not follow the movement of objects *inside* the footage.

15. Digital Zoom



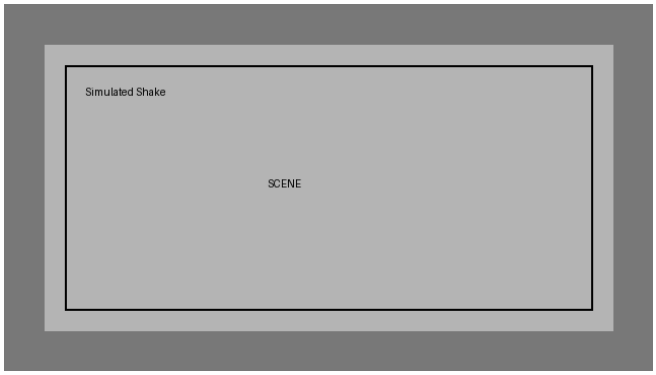
- **Definition:** Enlarging a portion of the frame in post-production to simulate a zoom.
- **Coder Instructions:** Look for a "punch-in" where the image quality becomes noticeably grainier or more pixelated as it gets closer.
- **Negative Example: Optical Zoom.** If the camera zooms in and the background "compresses" or the perspective shifts while the image remains sharp, it is a physical lens zoom, not a digital effect. Digital Zoom happens to *moving* video. Ken Burns *only* happens to *still* photos.

16. Picture-in-Picture



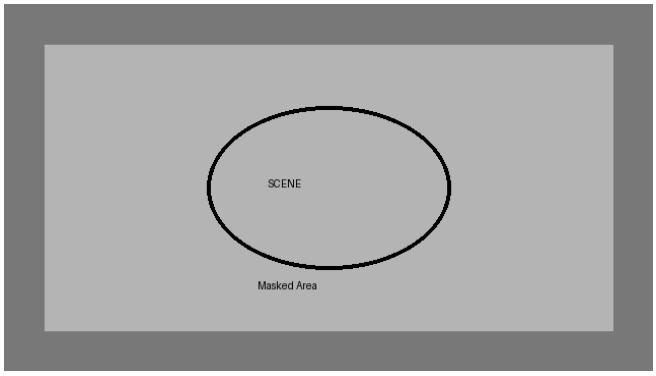
- **Definition:** A small video window placed in the corner of a larger video window.
- **Coder Instructions:** Look for a "sub-video" (often a drone feed or a talking head) that plays at the same time as the main footage.
- **Negative Example: Overlapping Windows.** If the main video just cuts to a new shot, it's a standard cut. PiP requires both images to be visible at once.

17. Camera Shake Simulation



- **Definition:** Artificial jitter added to footage to create a sense of urgency or realism.
- **Coder Instructions:** Look for rhythmic vibration, especially in shots that should be stable (like a digital map).
- **Negative Example: Natural Camera Shake.** If a person is running with a camera and the footage tilts and bounces irregularly with their footsteps, it is natural movement, not a simulation.

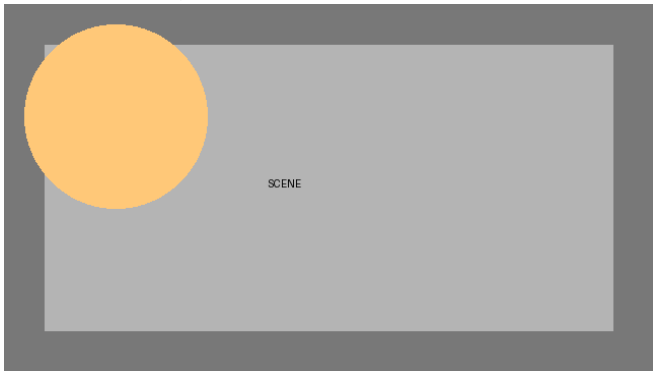
18. Masking



- **Definition:** Isolating a specific part of an image to hide, reveal, or apply effects to that area only.
- **Coder Instructions:** Look for text appearing "behind" a person in the foreground or a custom-shaped window within the frame.
- **Negative Example: Simple Cropping.** If the editor just cuts off the top and bottom of the video to make it shorter, that is cropping. Masking involves "tracing" around an object.

Last modified: 19 January 2026

19. Light Leaks



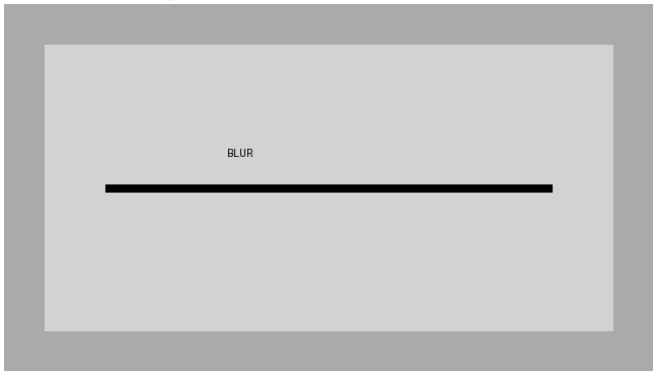
- **Definition:** Overlays that mimic light "bleeding" into a camera, appearing as soft glows or streaks.
- **Coder Instructions:** Look for semi-transparent orange or red washes of light that pulse over the footage.
- **Negative Example: Lens Flare.** If a bright light source (like the sun) is actually visible in the frame and causes a "ring" or "streak" that moves as the camera moves, it is a natural lens flare, not an added light leak.

20. Animated Lower Thirds

- **Definition:** Graphic overlays/chyrons (names/titles) in the bottom area of the screen that feature motion.
- **Coder Instructions:** Look for professional text boxes that "slide" or "build" themselves at the bottom of the frame.
- **Negative Example: Hard Subs / Static Text.** Plain text that simply "pops" onto the screen and stays there without any movement or graphic backing is not an animated lower third.

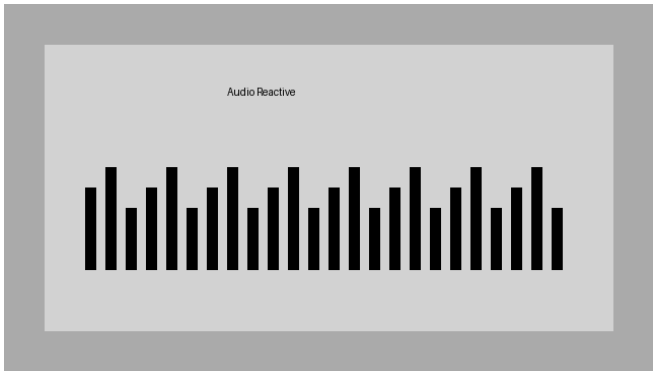
Last modified: 19 January 2026

21. Speed Blur, Motion Blur



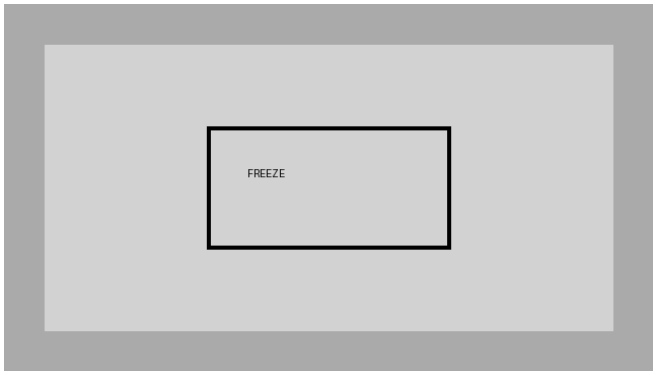
- **Definition:** Artificial blurring added to moving objects to simulate high-speed movement.
- **Coder Instructions:** Look for "smearing" on the edges of moving subjects that makes the action look faster.
- **Negative Example: Focus Blur.** If the whole image is blurry because the camera failed to focus correctly, that is not motion blur. Motion blur only affects the *moving* parts of the image. Blur looks like a "smear" of movement. Not to be confused with “glitch**”,** which looks like "broken" digital blocks or static.

22. Audio-Driven Visuals



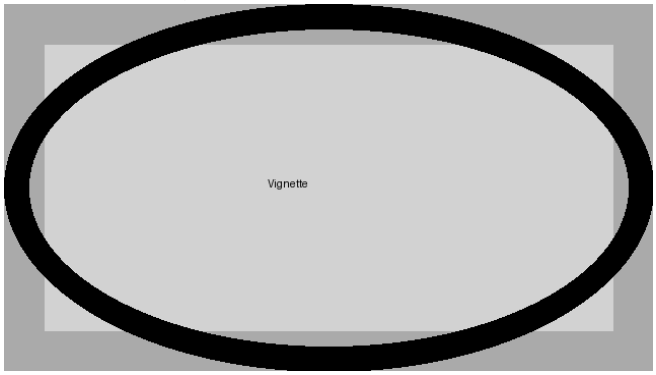
- **Definition:** Editing where visuals (cuts or pulses) are synchronized to the audio beat.
- **Coder Instructions:** Look for cuts or flashes that happen exactly on a drum beat or bass drop.
- **Negative Example: Incidental Timing.** A single cut that happens to land on a beat is likely a coincidence. You should only code this if the synchronization is repetitive and intentional throughout the sequence.

23. Freeze Frame



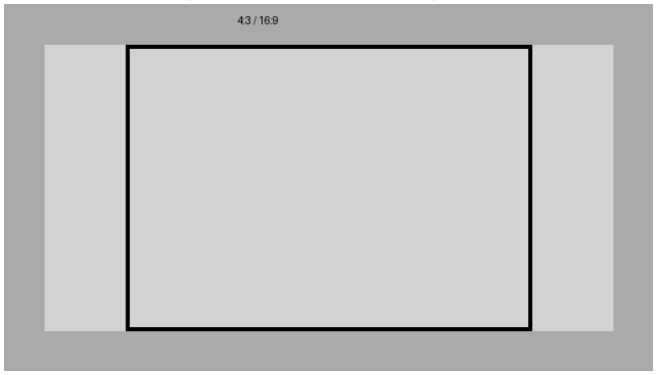
- **Definition:** A single frame repeated to stop the action entirely.
- **Coder Instructions:** Look for the video "parking" on a single image while audio or graphics continue.
- **Negative Example: Video Lag / Buffering.** If the video freezes and the audio *also* stops or glitches, it is likely a technical playback error, not a freeze-frame effect.

24. Vignette



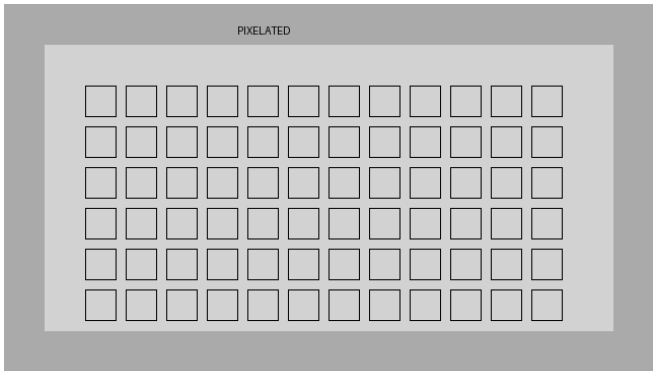
- **Definition:** Darkening or blurring the edges of the frame to draw the eye to the center.
- **Coder Instructions:** Look for soft, dark shadows in the four corners of the screen.
- **Negative Example: Mechanical Vignetting.** Some cheap lenses or lens hoods can block the corners of the frame naturally. If the dark corners are hard-edged and don't look "softened" or intentional, it may be a lens defect.

25. Aspect Ratio Manipulation



- **Definition:** Changing the shape of the frame (e.g., adding "cinematic" black bars).
- **Coder Instructions:** Look for black bars appearing or disappearing to signal a change in the "mode" of the video.
- **Negative Example: Vertical Video Padding.** When a vertical phone video is put into a horizontal frame and has "blurry" bars on the sides to fill the space, this is a formatting necessity, not a stylistic aspect ratio manipulation.

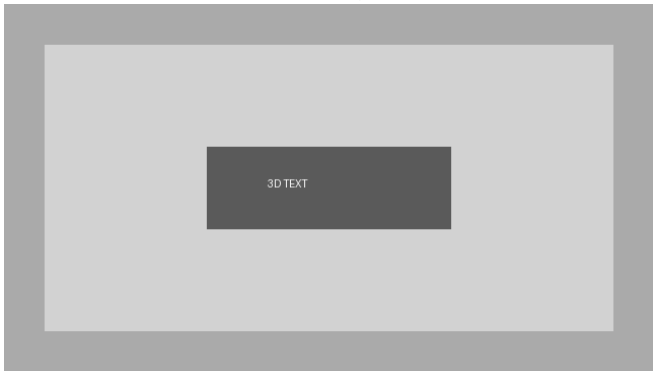
26. Pixelation, Mosaic



- **Definition:** Obscuring part of an image by turning it into a grid of squares.
- **Coder Instructions:** Look for a blocky patch over a face or sensitive detail that moves with the subject.
- **Negative Example: Low Bitrate/Compression.** If the *entire* video looks blocky and "squarey" because the internet connection was bad, that is compression noise, not a deliberate mosaic effect.

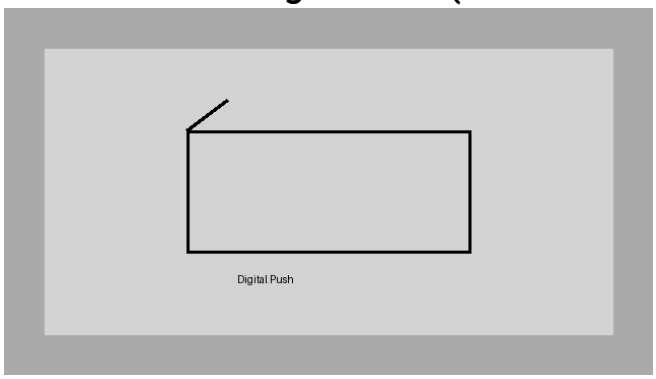
Last modified: 19 January 2026

27. 3D Text or Logo Extrusion



- **Definition:** Graphics with three-dimensional depth (thickness) that rotate or reflect light.
- **Coder Instructions:** Look for logos that have "sides" or "depth" and appear as solid objects.
- **Negative Example: 2D Drop Shadows.** A flat logo with a small black shadow behind it to make it readable is not 3D extrusion; it must have a third dimension of "thickness."

28. Subtle Digital Push (Ken Burns Effect)



- **Definition:** A slow, steady digital zoom or pan applied to a still photograph.
- **Coder Instructions:** Look for a "creeping" movement across a photo where the subjects are frozen.
- **Negative Example: Slow Pan.** If a camera is physically moving across a real, living scene (where leaves are blowing or people are blinking), it is a camera pan, not a digital push. Digital Zoom happens to *moving* video. Ken Burns *only* happens to *still* photos.

Last modified: 19 January 2026

Appendix 3: Method for Translating videos

1. Load the video in Google Drive.
2. Click the ‘gear icon’ in the lower right-hand corner.
3. Choose “subtitles/CC.”
4. Choose English.

Alternatively,

1. Load the video in Google Drive.
2. Click the ‘gear icon’ in the lower right-hand corner.
3. Choose “Transcript.”
4. Translate transcript via https://translate.google.com/ .